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Subject: Re: Spawn\_Scriptzone?

Posted by [BlueThen](#) on Thu, 19 Apr 2007 19:33:40 GMT

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I made a few beacon spawners, (Using the TFX\_Replace\_When\_Repaire way, if any of you know) and I've been trying forever to figure out how to spawn a script. Whenever I do spawn a script, or a david's arrow, ren crashes. I usually want the script to send the player into the sky and other stuff of such.

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